

***Advanced Monitor and
Screen Editor techniques***

OS-09-0990

Command files

You can create and use **command files** to perform a series of commands that are executed frequently.

Creating a command file

You may find yourself executing a series of commands repeatedly. To save time, you can place those commands in a command file. A command file is like any other text file except that, instead of text, it contains a series of Monitor commands.

To create a command file

1. Create a new empty file from the Monitor.
2. Enter the Screen Editor.
3. Type the series of commands. Separate all commands that appear on the same line with semicolons.
4. Save the file.
5. Return to the Monitor.

Command files can be of any size. One command file may call other command files, down to ten levels of nesting. If the last line of a command file is another **do** command, the new file chains to the previous command file.

Do—Executing the command file

Use the **do** command to execute the commands in the command file.

- Type

do <command file filename>

The commands in the command file are executed in order.

Neither the command file nor any file it affects has to be the current file. You can use a command file stored anywhere to execute a series of commands on any file or files in any subcatalog.

When you execute a command file, you can have each command in the command file echoed to the screen as it is executed.

- Enter the command **set echo on**.

Each command is printed on the screen as it is executed.

To turn the echo feature off

- Enter the command **set echo off**.

You can add the **set echo on** command to your **.PROFILE** file if you want the command echo on by default.

Command files (con't)

Write, pause, and *—Special commands for the command file

Three Monitor commands are often used for special purposes in a command file.

- Use the **write** command to incorporate into the command file messages to yourself. It tells the computer to print any words following it on the terminal screen. If, for example, you type

write Saving file to disk . . .

the Monitor prints the message on the terminal screen.

Saving file to disk . . .

- Use the **pause** command to tell the Monitor to wait until you press any key on the terminal keyboard before proceeding to the next command in the command file. **Pause** also prints a message on the terminal screen.

"Press any key to continue>"

- Use the ***** (asterisk) command to add comments to a command file. The Monitor ignores whatever text on the line follows the ***** (asterisk) command.

*Sample command file
as it appears in the
Screen Editor*

```
A * This command file creates a 500sector .sq0data
B * file, a 250 sector .sq1data file and a 125 sector
C * .sq2data file and saves them to the F0 drive.
D *
E write Place a floppy disk in your F0 drive.
F pause
G new .sq0data
H set type sync
I save F0:, 500
J new .sq1data
K set type sync
L save F0:, 250
M new .sq2data
N set type sync
O save F0:, 125
```

Editing sound file captions

Sound file captions created in the Sound Editor can be edited using the Caption Utility and the Screen Editor.

Viewing and editing sound file captions

In the RTP system, you use the **caption** command in the Sound Editor to create sound file captions of up to 42 characters.

From the Monitor, you can use the Caption Utility to view the captions of all the sound files in a subcatalog. From the Screen Editor, you can edit the captions, adding up to a total of 128 characters in each caption. Once the captions have been edited, you use the Caption Utility again to update the sound files so that the edited version of the caption is stored with the sound file.

To edit the captions of all the sound files in a subcatalog, you create a text file containing the captions.

1. At the Ready prompt, enter the subcatalog containing the sound files whose captions are to be edited.
2. Insert the System Utilities Disk in the F0 drive.
3. Enter the command

old f0:caption;run

The Caption Display appears with a prompt asking if you want to view sound file captions.

4. Type Y to create a caption file.
5. Enter the filename or treename of the caption file to be created and press Return. If you press Return without entering a filename, the default filename is "-caption."

A caption file containing all the sound file captions in the current catalog is created and saved on disk.

6. Enter the Screen Editor and edit the desired captions. (See "Managing files from the Screen Editor.") When you are finished editing, save the file and return to the Monitor.

Updating sound files with edited captions

1. Enter the subcatalog containing the sound files whose captions are to be updated.
2. Insert the System Utilities Disk into the F0 drive.

3. Enter the command

old f0:caption;run

The Caption Display appears with a prompt asking if you want to view the sound file captions.

4. Type N to answer "no."

A prompt appears asking if you want to update sound file captions.

5. Type Y to answer "yes."

A prompt appears asking you to enter a treename.

6. Enter the treename or filename you used when creating the caption file.

A message appears on the screen for each updated file and the Ready prompt reappears.

Note: If the Caption Utility is in the top-level catalog of your Winchester, you can omit the previous instructions and update individual sound file captions from the Monitor by just entering the command

caption <filename> <new caption>

Special editing techniques

Rapid text repetition

You can enter the same text in several lines very quickly using the Screen Editor adjust mode. This mode is useful when making multiple lines of almost the same text. For example, in a command file that creates several sequence files, the commands are identical except for the sequence file name and the number of sectors to save.

```
new sq0data; set type sync; save f0;, 500  
new sq1data; set type sync; save f0;, 500  
new sq2data; set type sync; save f0;, 250
```

In the adjust mode, you can type the line once and repeat it as many times as desired. When all the lines are entered, you can edit each line to change the sequence file name and number of sectors.

Rapid text repetition (con't)

1. Make sure there are as many lines available (with command column letters) as you want to fill with text repetitions.
2. Move the cursor to the position on the screen where you want to begin the repeating text.
3. Press Ctrl-U.

"Adjust mode" appears on the status line.

4. Type the desired text.
5. Press the down arrow key (or up arrow key).

The text is repeated on the line below (or above).

6. Repeat step 5 as many times as you want the text repeated.

You can skip lines by moving the cursor up or down in the command column. When you return the cursor to the text area, the down or up arrow keys again enter the repeating text.

7. When you are finished, press Ctrl-U.

Adjust mode disappears from the status line. You are no longer in the adjust mode.

Special editing techniques (con't)

Rapid editing

You can also use the adjust mode to do rapid text editing. For example, you might have created a command file to save a series of files to floppy drive 0.

```
old fileA;save f0:  
old fileB;save f0:  
old fileC;save f0:
```

You can use the adjust mode to rapidly change the command file. For instance, the above file could be changed to use the **replace** command instead of **save**.

1. Place the cursor on the first letter of the text you want to replace (on the **s** of **save**, to use the example from the previous page).
2. Press Ctrl-A and Ctrl-U.

Overstrike replaces append mode and "adjust mode" appears on the status line.

3. Type **rep** and delete the remaining **e** by pressing Ctrl-D.
4. Press the down arrow key.

The change made on the first line is repeated on the line below.

5. Repeat step 4 until all desired lines are changed.
6. Press Ctrl-A and Ctrl-U.

"Adjust mode" disappears from the status line and overstrike is replaced by append mode.

Using the adjust mode to erase multiple files

You can erase large numbers of files from a floppy disk or subcatalog quickly by using the **catalog file** command and the **adjust** mode to create a command file. This might be useful when you have recorded many sound files and want to save only the final takes.

To erase several files from a floppy or subcatalog

1. From the Monitor, use the **enter** command to make the catalog with the files to be erased the current catalog.
2. Use the **catalog file** command to make the directory of the current catalog the current file.
3. Type the **sed** command to enter the Screen Editor.

The directory of the current catalog is displayed on the screen.

4. Erase the text at the top and bottom of the screen, and all of the files you want to keep.

The changes affect only the copy of the catalog directory that is the current file; the actual catalog directory remains unchanged on disk.

5. Use the **adjust** mode to add the command **unsave** before each remaining filename and delete any other text from the lines. Check to make sure these are files you want to erase.
6. Enter the **.e** command to return to the Monitor.
7. Enter the **do** command to execute the command file.

All the files in the command file are erased from the catalog or subcatalog.

WARNING: Using a command file to erase files should only be done if you are very familiar with the Screen Editor. Used carelessly, this method can erase valuable files.

Command history file

When you are using the Monitor, you can recall commands you entered earlier for editing or for execution.

Controlling the command history file

Each Monitor command you enter is automatically stored in a history file (.HISTORY in the .SYSTEM catalog). Up to 26 commands, assigned letters A–Z, are can be stored in the file. When the command history file is full, the earlier commands are erased as each new command is entered. The commands remain in the file even if the computer crashes or is turned off.

You can recall any one of your last 26 commands and either edit it or execute it. For example, if you type

. H (period H)

the command stored under the letter H is executed and added to the bottom of the command history file. If you type

, G (comma G)

the command stored under the letter G appears ready for editing. When you have completed the editing, press Return to execute the command and add it to the bottom of the command history file.

If you want to see a list of all commands in the command file, type

SHOW HISTORY

A complete list of commands associated with the command history file is on the opposite page.

Command	Function
.[A-Z]	Recalls the command assigned to the selected letter, executes it and adds it to the command history file.
.[A-Z]	Recalls the command assigned to the selected letter for editing. Command is executed and added to bottom of command history file when you press Return .
CTRL-J or Down Arrow	Recalls the next command from the history file.
CTRL-K or Up Arrow	Recalls the previous command from the history file.
SHOW HISTORY	Shows a list of commands entered and their associated letters.
SET LOG OFF	Sets Ready prompt to default.
SET LOG ON	Sets Ready prompt to include letter to be assigned to next command.

Commands used with the command history file

Command editing

A set of commands similar to Screen Editor commands are available for editing Monitor commands.

Editing Monitor commands

Command	Function
CTRL-/	Searches back for the last command containing the string. A dialog allows you to enter the desired search string.
CTRL-A	Toggles between insert (default) and overstrike mode. If you are in overstrike mode, you can also use the Delete key to return to insert mode.
CTRL-D	Deletes one character to the right (if any) in insert mode, character at cursor in overstrike.
CTRL-E	Deletes the remainder of a command to the right of the cursor.
CTRL-G	Replaces all occurrences of a string in the current command. A dialog allows you to enter the desired original and replacement strings.

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Editing Monitor commands (con't)

Command	Function
CTRL-H or Left Arrow	Moves cursor left one character.
CTRL-I or Tab	Moves cursor forward to next word.
CTRL-L or Right Arrow	Moves cursor right one character.
CTRL-P [char]	Adds a semicolon and a single key MACRO command to the current command at the cursor (see "Macros" below).
CTRL-R	Moves cursor to start of line; if cursor is already at start of line, recalls previous command.
CTRL-W [A-Z]	Adds a semicolon and recalled command [A-Z] to current command at the cursor.
CTRL-X	Deletes entire command line.
CTRL-Y	Replaces the first occurrence of a string in the current command. A dialog allows you to enter the desired original and replacement strings.
Return	Press from anywhere in a command to execute that command.

Macros

You can create a single key macro in the Screen Editor for execution in the Monitor.

Creating a single key macro in the Screen Editor

You can assign frequently used commands to a single character so that pressing one key invokes the full command. Single key macros are defined using the Screen Editor and stored in the file MACROS on the system Winchester. This file contains lines with the format

[character] space = space [command]

For example, a MACROS file might look like this on the Screen Editor.

```
A      D = dir x
B      E = sed
C      F = formcopy
D      I = show info
E      P = new j; play
F      + = ent :sounds:horn
G
H
I
J
K
```

Any single character may be defined this way, except the digits 0–9.

Executing a single key macro in the Monitor

You can recall a list of the defined macros from the Monitor

- Enter the command SHOW MACROS.

All defined macros are listed on the Monitor screen.

To execute a single key macro from the Monitor

- Press the assigned key followed by Return.

The command is recalled from the MACROS file and executed.